AGB-BUEE-USA INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult
 a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching Involuntary movements Loss of awareness Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

MARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- · Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- · Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- · Do not mix used and new batteries (replace all batteries at the same time).
- · Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the
 correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products

without the Official Nintendo Seal.



Game and Software © 2005 THQ Inc. © 2005 Viacom International Inc. All Rights Reserved. Nickelodeon, Nickelodeon Danny Phantom: The Ultimate Enemy and all related titles, logos and characters are trademarks of Viacom International Inc. Created by Butch Hartman. Developed by Altron Corporation. Altron and its logo are trademarks of Altron Corporation. Exclusively published by THQ Inc. THQ and the THQ logo and are trademarks and/or registered trademarks of THQ Inc. All rights reserved. All other trademarks, logos and copyrights are property of their respective owners.





THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE OR NINTENDO DS™ VIDEO GAME SYSTEMS.

Important Legal Information

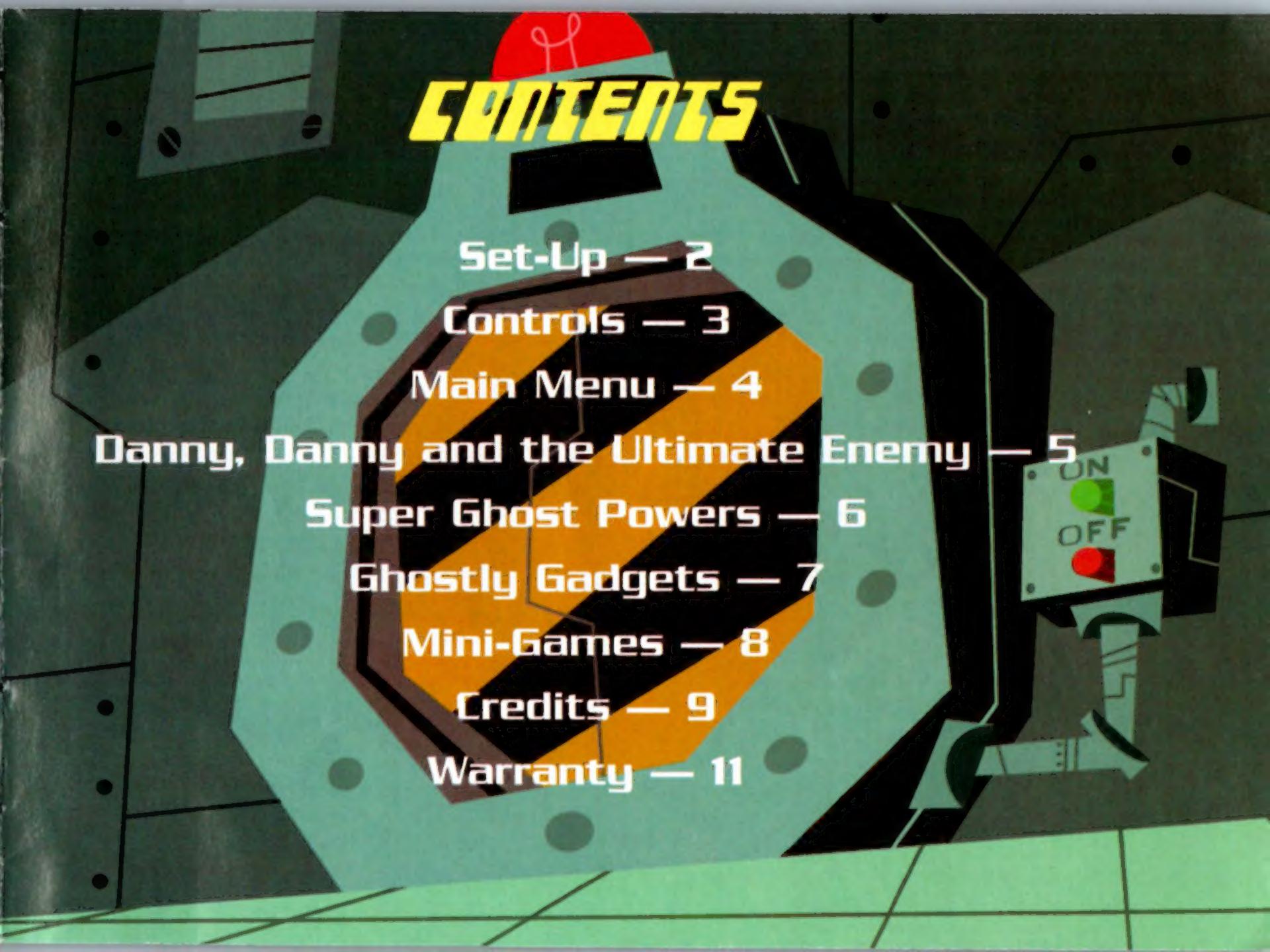
Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or and Nintendo licensee or distributor) is not responsible for any damage of loss caused by the use of any such device. If use of such device cause your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.

The contents of this notice do not interfere with your statutory rights. This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.

Rev-D (L)

NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO. © 2001 NINTENDO. ALL RIGHTS RESERVED.





- 1. Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.
- 2. Insert the Game Pak of Danny Phantom: The Ultimate Enemy into the slot on the Game Boy Advance®. To lock it in place, press firmly.
- 3. Turn ON the power switch. The title screen appears (if you don't see it, begin again at step 1).
- 4. When the title screen appears, press START to proceed to the Main Menu.



THE THEFT

57773345

BUTTON

Control Pad

Control Pad Up + A Button

Control Pad Down + B Button

A Button

B Button

R+R/L+L Button

R Button

Control Pad Down + R Button

Control Pad Right/Left + R Button

Control Pad Up + R Button

L Button

START

ACTION

Move Up, Down, Left or Right

Fly

Slash Down and Kick/Punch

Jump/Descend (When Flying)

Attack

Dash

Activate Super Ghost Power/ Fire a Plasma Blast

Fire a Plasma Wave

Fire a Plasma Ring

Fire a Super Plasma Blast

Change Icons/Ghostly Abilities

Pause

Hill HF114

Use the Control Pad and A Button to choose from the following:

Start Game – Begin a game of Danny Phantom: The Ultimate Enemy.

Options – Choose from a ghostly host of spooky selections.

Ghost Gallery – Keep tabs on all your otherworldly adversaries.

Password - Enter your password to unlock mini-games.

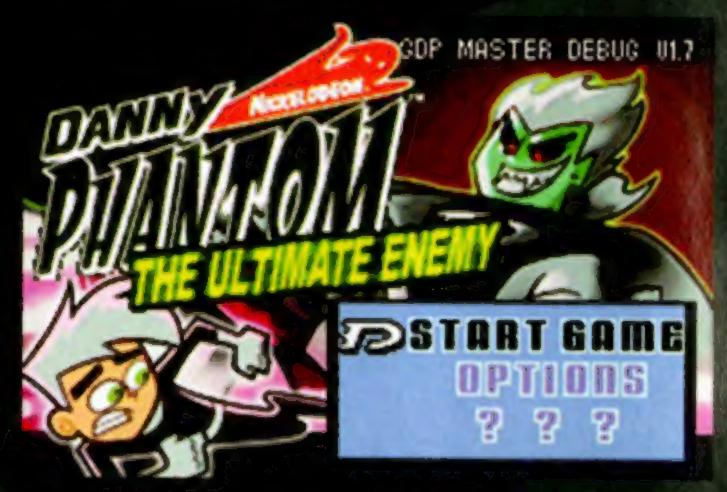
Mini-Games - Play Danny Phantom Mini-Games.

Credits – View the list of spirited people who created this game.

Music - Turn background music ON or OFF.

SFX – Turn sound effects ON or OFF.

When starting a new game use the Control Pad to select one of the empty slots that appear on the screen. To load a previously saved game select from one of the three save slots.





DANNY FENTON, DANNY PHANTOM, AND THE ULTIMATE ENEMY

Throughout the game, you will play as Danny Fenton, Danny Phantom, and the mysterious Ultimate Enemy.







After a brief introduction by a diabolical villain, you can swap between playing Danny Phantom and Danny Fenton at any time. Eventually you meet the Ultimate Enemy face-to-face, when the true identity of the evil one is revealed!

The orange meter in the top left hand corner shows Danny's current health. When the meter is reduced to zero the character will pass out.

The second meter shows Danny's current amount of Ghost Power. The more Ghost Power he has, the more powerful Danny becomes. (See Super Ghost Powers on page 6.)

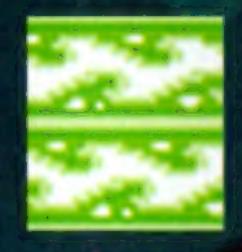


与11月3日11月3日11月35

Accumulate enough Ghost Power to unleash these extra-special supernatural attacks.



Plasma Blast



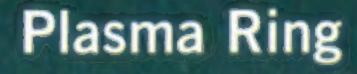
Super Plasma Blast



Plasma Wave

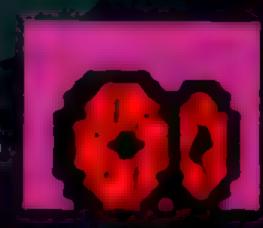


Ghostly Wail



Fenton Goggles

A Danny Fenton special that shoots spectral rays at ghosts.





Fenton Ghost Bazooka

Stops ghosts in their tracks by shooting Anti-Ecto Blasts. Use it to hit multiple ghosts at once.

Fenton Light Blade

Ghosts will fear you when you jump into battle with this double-edged Anti-Ecto blade.





Fenton Ghost Gauntlets

Wear these ghoulish gloves to temporarily increase your strength against ghostly enemies.

Fenton Specter Deflector

When activated, this belt will create a force field around you capable of delivering an electric shock to any ghost that tries to grab you.



For even more phantastmic fun, choose from three different Danny Phantom Mini-Games.



Play the role of a paranormal private eye in Sam's X-Ray Erto Detector.





Do you have what it takes to master the otherworldly art of Levitation?



Who knows what sort of spooky specters await you in Dash's Haunted Locker—enter if you dare!

GREULS

ALTRON CORPORATION

Executive Producer Masao Kuwabara

Producer & Project Manager Yoshihiro Tanaka

Programmers
Yoshihiro Tanaka
Keisuke Ota
Mai Kiroba

Graphic Designers
Daisuke Nakano
Hiroki Takahashi
Kenta Kuraishi
Wataru Akaogi
Tomoya Hiwatari

Sound Designer Tomoyoshi Sato

20

THO INC.

Project Manager Josh Austin

Creative Director Stephen Jarrett

Licensor Manager Stephanie Wise

Art Director Thom Ang

Technical Director Peter Andrew

Director, Product Development Mark Morris

Production Resources Manager Jenae Pash

Sr. Vice President, Product Development Philip Holt

Director of Quality Assurance Monica Vallejo

QA Manager Mario Waibel Test Supervisor David Sapienza

Test Lead Erik Hernandez

Testers Christopher Leippi Jason Lewis

First Party Supervisor Evan Icenbice

First Party Specialists
Adam Affrunti
Joel Dagang
Scott Ritchie
Todd Thommes

OA Technicians Richard Jones David Wilson

Mastering Lab Technicians
Charles Batarse
Glen Peters
Anthony Dunnet
Thomas Arnold

Database Applications Engineer
Jason Roberts

Game Evaluation Supervisor Sean C. Heffron

Game Evaluation Analysts
Scott Frazier
Matt Elzie

Senior Vice President, Worldwide Marketing Peter Dille

Director of Global Brand Management

Senior Product Marketing Manager
Danielle Conte

Product Marketing Manager Jeremy Taylor

Global Senior Media Relations Manager Kristina Kirk

Media Relations Manager Kathy Mendoza Bricaud

Media Relations Coordinator Gretchen Armerding

Director, Creative Services Howard Liebeskind

Manager, Creative Services Kirk Somdal Creative Services Coordinator Melissa Donges

Instruction Manual John E. Deaver

Package & Manual Design Beeline Group

Special Thanks
Brian Farrell
Jack Sorensen
Tiffany Ternan
Germaine Gioia
Leslie Brown
Brandy Carrillo
Amy Bernardino
Jenni Carlson

NICKELODEON

SVP of Entertainment Products
Steve Youngwood

Senior Director of Interactive Stacey Lane

Manager of Interactive Stephanie Bond

Coordinator of Interactive

VP/Creative Director Licensing Tim Blankley

Creative Director of Entertainment Products
Daniel Moreton

Senior Designer of Interactive Rob Lemon

Junior Designer of Interactive
Jason DiOrio

Senior Manager, Copy/Content Debra Krassner

Coordinator, Copy/Content Kristen Yu

Nickelodeon would like to thank:
Leigh Anne Brodsky
Michele Caruso
Russell Hicks
Linnette Pastori
Lori Szuchman
Geoff Todebush
Stavit Young
Chezza Zoeller
Sergio Cuan
Piero Piluso
Rich Magallanes

WARRANTS AND SERVICE INFORMATION

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at http://www.thq.com before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit Product Code is 32185. Please use this code to identify your Product when contacting us.

Limited Warranty

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

To receive warranty service:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at http://www.thq.com. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.
Customer Service Department
27001 Agoura Road, Suite 270
Calabasas Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Nintendo or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

Repairs after Expiration of Warranty

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US\$20.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

Warranty Limitations

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND REPRESENTATIONS. NO OTHER WARRANTIES OR REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE THO. ANY APLICABLE IMPLIED WARRANTIES OR REPRESENTATIONS, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights, which may vary, from state to state.

Warning

Copying of this Product or any of its contents or elements is illegal and is prohibited by United States and international copyright laws. Back-up or archival copies of this Product or any of its contents or elements are not authorized and are not necessary to protect your Product. United States and international copyright laws also protect this manual and other printed matter accompanying this Product. Violators will be prosecuted.

11

REGISTERY ONLINE





at www.thq.com

Go to the MY THQ link at www.thq.com to win games and other great prizes. Plus...

- Personalize your online experience with MY THQ to receive game alerts, exclusive screens, videos and wallpapers
- Get the latest THQ newsletters
- Access the Career Zone, Forum and online games
- Download the latest demos and patches
- Easy to use site for all THQ gaming information
- Quick links to search by title or platform
- Be considered for beta testing and help shape the THQ games of the future



THO INC. 27001 AGOURA RD., SUITE 270 CALABASAS HILLS, CA 91301